(Attachment)

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AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below

wherein status, amendments, additions and cancellations are indicated.

Listing of Claims

1. (Currently Amended) A game system in which an object is arranged

in a virtual three-dimensional space, comprising:

a display device for displaying a game screen;

an input device for outputting signals according to operations by a player; and

a game control device for executing a game according to a predetermined

program while checking the output of the input device and displaying a visual field

image including said object moving to a moving direction on the game screen

through the display device, the visual field image being viewed from a view point

position in the virtual three-dimensional space,

wherein the game control device comprises:

a position determining device for determining a view point position

between a first view point position which is a back and slightly inclined position

toward the moving direction of said object to view an observation point set forward

of said object moving to the moving direction, and a second view point position on

a side of said object relative to the moving direction and from which the observation

point is viewed fixed in a lateral direction to the moving direction regardless of the

movement of said object in accordance with a state of said object; and

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a switch control device for switching between the first view point position and the second view point position when said object reaches a predetermined position, the switch control device being arranged to move between the first and second view point positions on a line between them when they are switched, and while switching between the first and second view point positions, displaying the view field image from moving view point positions on the line between the first and second view point positions.

2.   (Currently Amended) A game system displaying an image on the game screen captured by a virtual camera from a predetermined view point position to an object moving in a virtual three-dimensional space in accordance with a player's operation, wherein the game system comprises:

a view point position setting device for setting a first view point position from which a predetermined observation point is viewed while following a movement of an operation object which is a back and slightly inclined position toward a moving direction of said object to view an observation point set forward of said object moving to the moving direction, and a second view point position from which said operation object is viewed in a predetermined fixed direction on a side of said object relative to the moving direction and from which the observation point is viewed fixed regardless of the movement of said object in accordance with a state of said object; and

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a virtual camera setting device for arranging said virtual camera by switching alternatively said first view point position to said second view point position corresponding to a state of said ~~operation~~ object and for moving said virtual camera along a virtual line connecting said first view point position with said second view point position while keeping a state of capturing said ~~operation~~ object when the view point position is switched.

3-7.   (Cancelled)

8.   (Currently Amended) A computer readable recording medium recording a program for allowing a computer, included in a game system in which an object is arranged in a virtual three-dimensional space, to function as the following:

a display device for displaying a game screen;

an input device for outputting signals according to operations by a player; and

a game control device for executing a game according to the program while checking the output of the input device and displaying a visual field image including said object moving in a moving direction on the game screen through the display device, the visual field image being viewed from a view point position in the virtual three-dimensional space,

wherein the game control device comprises:

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a position determining device for determining one view point position between a first view point position which is a back and slightly inclined position toward the moving direction of said object to view an observation point set forward of said object moving to the moving direction, and a second view point position on a side of said object relative to the moving direction and from which the observation point is viewed fixed in a lateral direction to the moving direction regardless of the movement of said object in accordance with a state of said object; and

a switch control device for switching between the first view point position and the second view point position when said object reaches a predetermined position, the switch control device being arranged to move between the first and second view point positions on a line between them when they are switched, and while switching between the first and second view point positions, displaying the view field image from moving view point positions on the line between the first and second view point positions.

9.   (Currently Amended) A computer readable storage medium including a program for allowing a computer constituting a game system, the game system displaying a picture captured by a virtual camera from a predetermined view point position to an object moving in accordance with a player's operation in a virtual three-dimensional space, to function as:

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a view point position setting device for setting a first view point position to

~~view a predetermined observation point following a movement of an operation object~~

which is a back and slightly inclined position toward a moving direction of said

object to view an observation point set forward of said object moving to the moving

direction and a second view point position ~~to fixedly view said operation object in~~

~~a predetermined direction~~ on a side of said object relative to the moving direction and

from which the observation point is viewed fixed regardless of the movement of said

object in accordance with a state of said object; and

a virtual camera setting device for arranging said virtual camera by switching

said first view point position alternatively to said second view point position

corresponding to a state of said operation object, and for moving said virtual camera

along a virtual line connecting said first view point position to said second view point

position while keeping a state of capturing said operation object when the view point

position is switched.

10-14. (Cancelled)

15.   (Currently Amended) An image displaying method for a game system

in which an object is arranged in a virtual three-dimensional space, the game system

including a display device for displaying a game screen, an input device for

outputting signals according to operations by a player, and a game control device for

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executing a game according to the program while checking the output of the input

device and displaying a visual field image including said object moving to a moving

direction on the game screen through the display device, the visual field image being

viewed from a view point position in the virtual three-dimensional space, the method

comprising the steps of:

determining one view point position between a first view point position which

is a back and slightly inclined position toward the moving direction of said object to

view an observation ~~position~~ point set forward of said object moving to the moving

direction, and a second view point position <u>on a side of said object relative to the</u>

<u>moving direction and</u> from which an observation point is viewed fixed ~~in a lateral~~

~~direction to the moving direction~~ regardless of the movement of said object in

accordance with a state of said object; and

switching between the first view point position and the second view point

position when said object reaches a predetermined position by moving between the

first and second view point positions on a line between them and while switching

between the first and second view point positions, displaying the view field image

from moving view point positions on the line between the first and second view point

positions.

16.   (Currently Amended) An image displaying method displaying a visual

field image viewed from a predetermined view point position by a virtual camera

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toward an object moving in accordance with a player's operation in a virtual

three-dimensional space, comprising;

    a view point position setting device for setting a first view point position for

~~viewing a predetermined observation point by following a movement of an operation~~

~~object~~ which is a back and slightly inclined position toward a moving direction of

said object to view an observation point set forward of said object moving to the

moving direction, and a second view point position ~~for fixedly viewing said~~

~~operation object in a predetermined direction~~ on a side of said object relative to the

moving direction and from which the observation point is viewed fixed regardless of

the movement of said object in accordance with a state of said object; and

    a virtual camera setting device for arranging said virtual camera by

alternatively switching said first view point position to said second view point

position in accordance with a state of said operation object, and moving said virtual

camera along a line connecting said first view point position with said second view

point position while keeping a state of capturing said operation object when the view

point position is switched.

    17.   (Canceled)

    18.   (Currently Amended) A game system according to claim 1, wherein

the position determining device is arranged to situate the second view point position

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aslant and to [[a]] the side of said object such that the side of said object is viewed

on the game screen.

19.   (Currently Amended) A computer readable recording medium

according to claim 8, wherein the position determining device is arranged to situate

the second view point position aslant and to [[a]] the side of said object such that the

side of said object is viewed on the game screen.

20.   (Currently Amended) A method according to claim 15, further

comprising the step of determining the second view point position as a position aslant

and to [[a]] the side of said object such that the side of said object is viewed on the

game screen.

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